

Beginner's Android Development Tutorial

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Questions ? Get in touch

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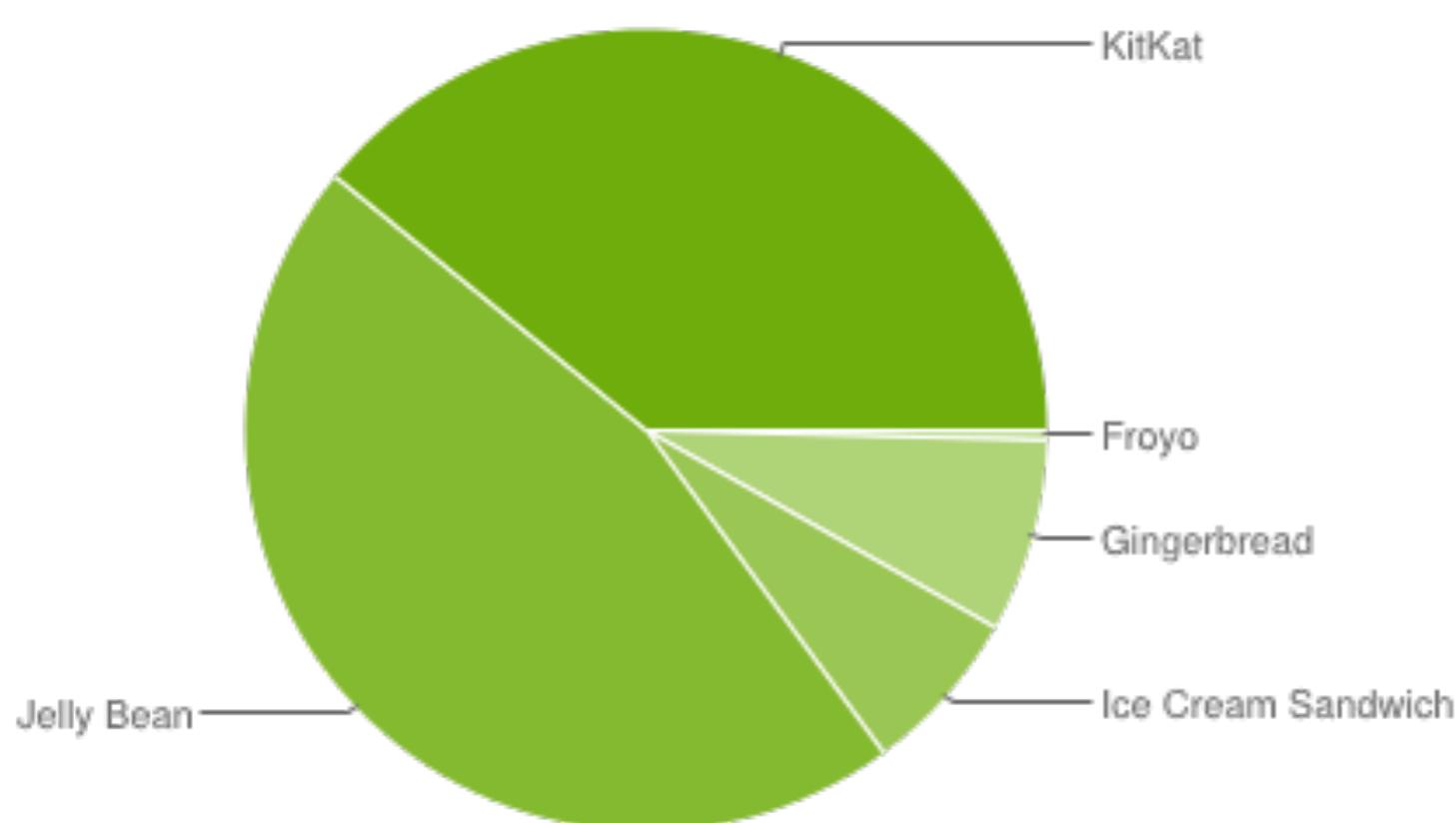
Advantages of Android Development

- Low barrier of entry
- Large user base
- Development OS not enforced
- Java is more familiar than Objective C to most developers

Disadvantages of Android Development

- Fragmentation of devices / OS
- Monetization-wise iOS apps still rule the charts
- Apple App Store's more stringent acceptance policies lead to better quality of apps.

Platform Distributions



Data collected during a 7-day period ending on January 5, 2015.
Any versions with less than 0.1% distribution are not shown.

Android Studio

The Official IDE for Android
[Download Link](#)



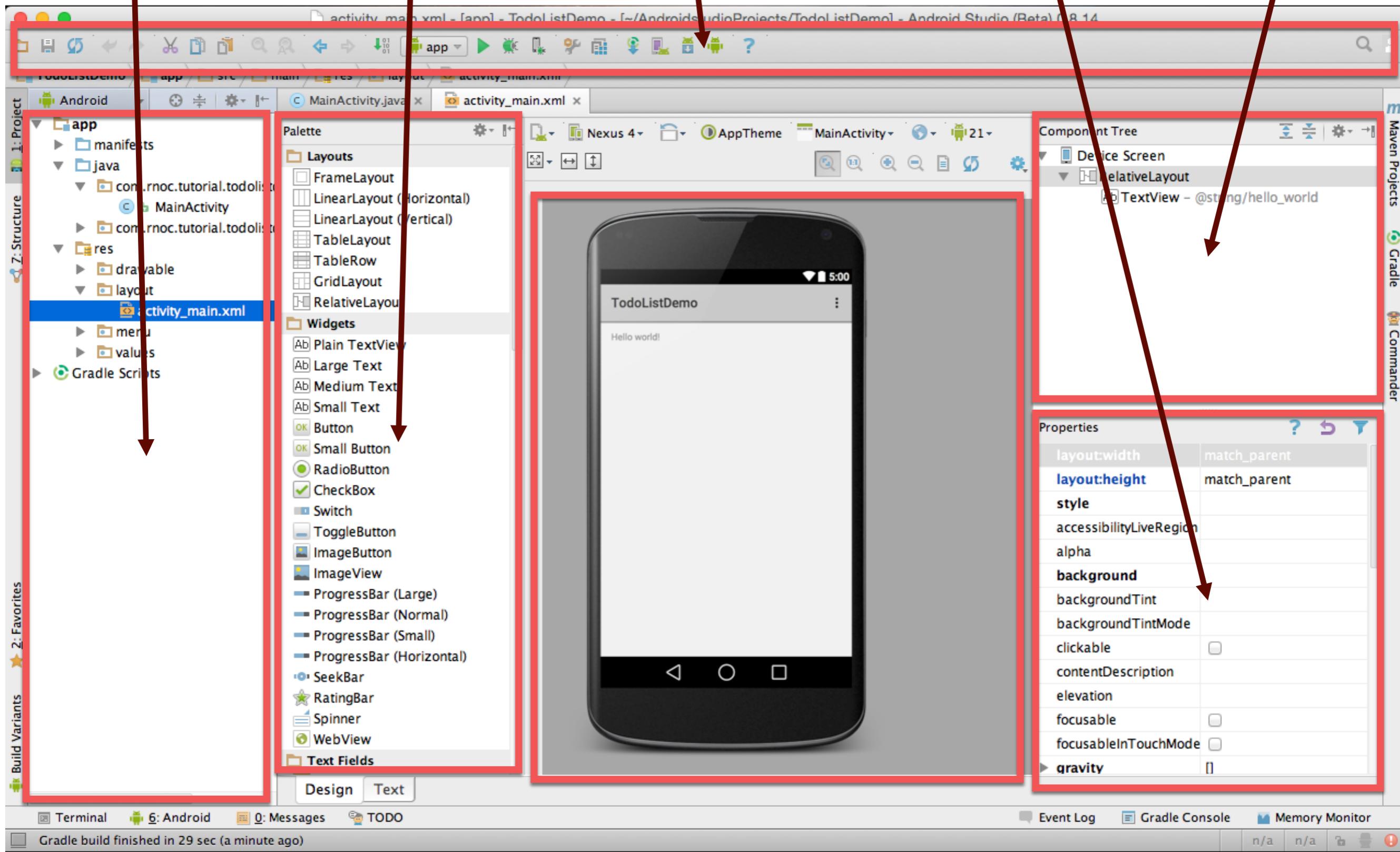
Project View

Palette

Toolbar

Properties Editor

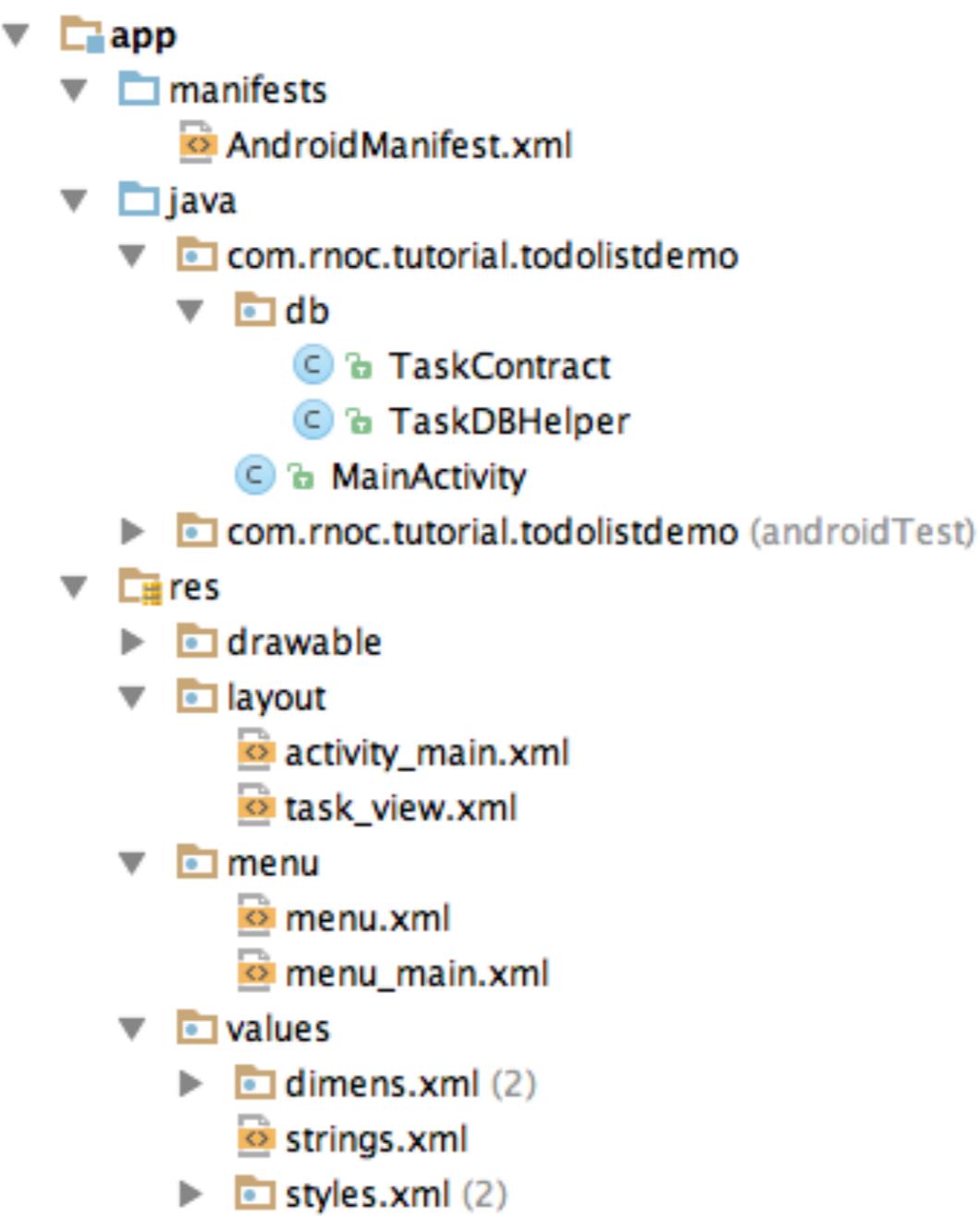
Component Tree



Toolbar



Project View

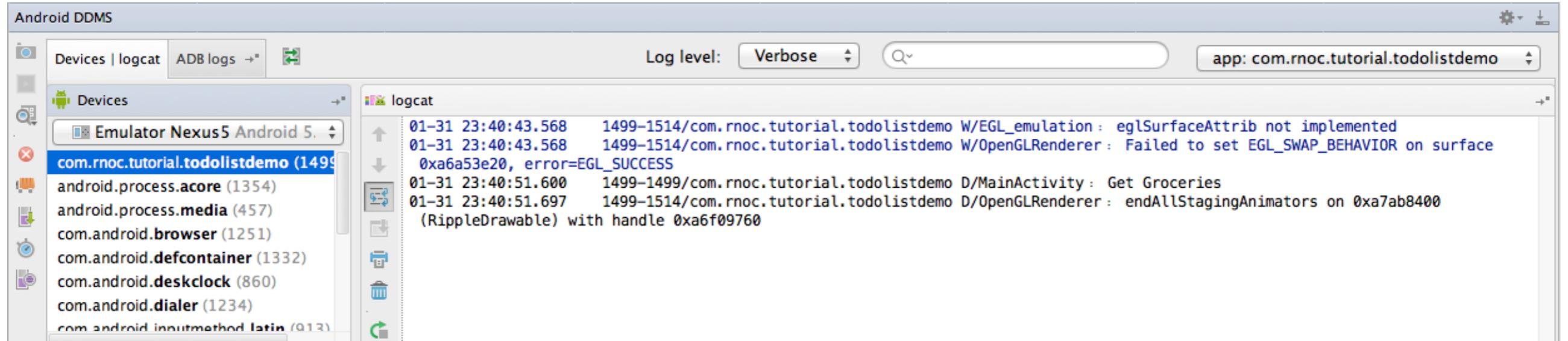


**SDK
Manager**

**AVD
Manager**

Debug

Logcat



```
Log.v("Title","Message"); // verbose  
Log.d("Title","Message"); // debug  
Log.i("Title","Message"); // information  
Log.w("Title","Message"); // warning  
Log.e("Title","Message"); // error
```

“But isn’t Android just Java?”



Android MVC Architecture

Model

- Persistent Storage



SQLite

View

- Layout Files
- Graphical Layout Tool



Controller

- Activities



**While Android doesn't enforce MVC, this could be considered a "best practice" for development.

View

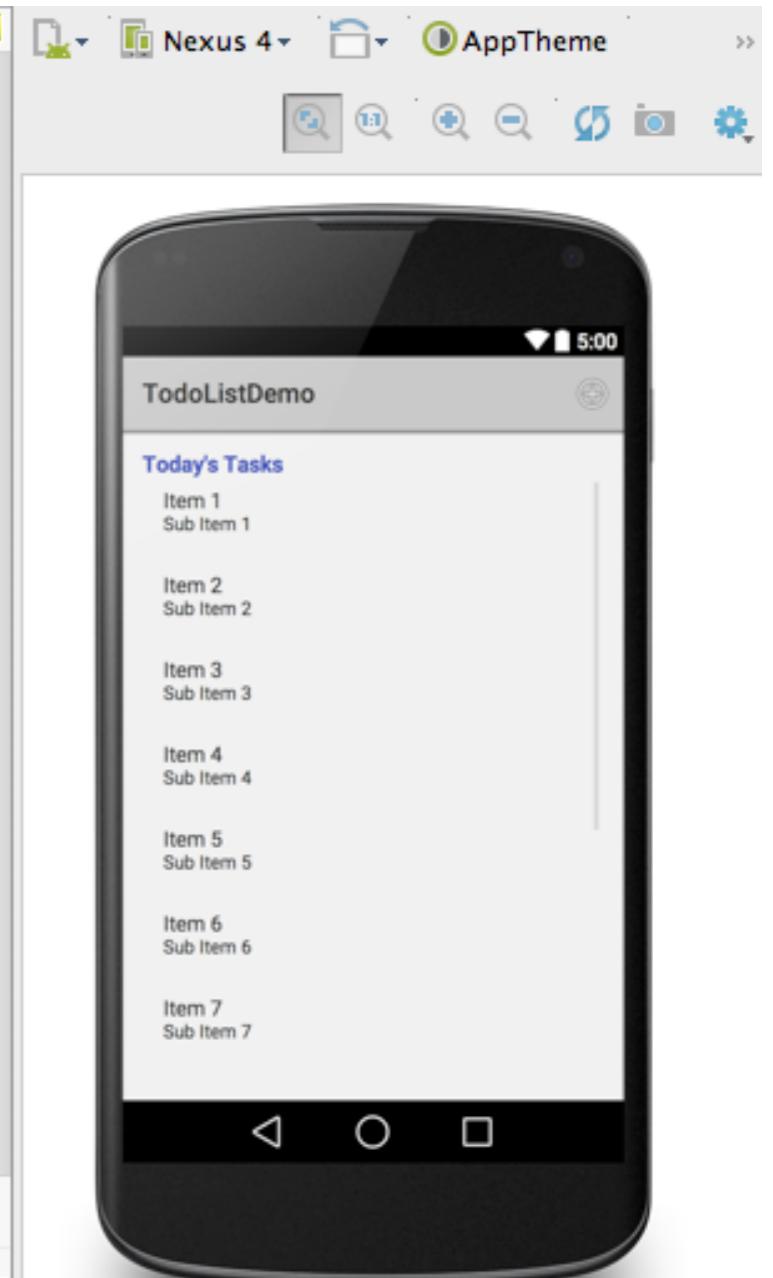
```
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools" android:layout_width="match_parent"
    android:layout_height="match_parent" android:paddingLeft="16dp"
    android:paddingRight="16dp"
    android:paddingTop="16dp"
    android:paddingBottom="16dp" tools:context=".MainActivity"
    android:id="@+id/mainAct">

    <!--@string/title_text :
        This links to the values/strings.xml file and pulls the value of the string from it.
        If the string value resource doesn't exist, or is not linked, it shows up as an error in red -->

    <TextView android:text="@string/title_text" android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:id="@+id/title_text"
        android:textColor="#ff2f3bac"
        android:textSize="17dp"
        android:textStyle="bold" />

    <ListView
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        android:id="@+id/list"
        android:layout_weight="1"
        android:layout_below="@+id/title_text" />

</RelativeLayout>
```



Layout Types



Linear Layout

A layout that organizes its children into a single horizontal or vertical row. It creates a scrollbar if the length of the window exceeds the length of the screen.

Relative Layout

Enables you to specify the location of child objects relative to each other (child A to the left of child B) or to the parent (aligned to the top of the parent).

Web View

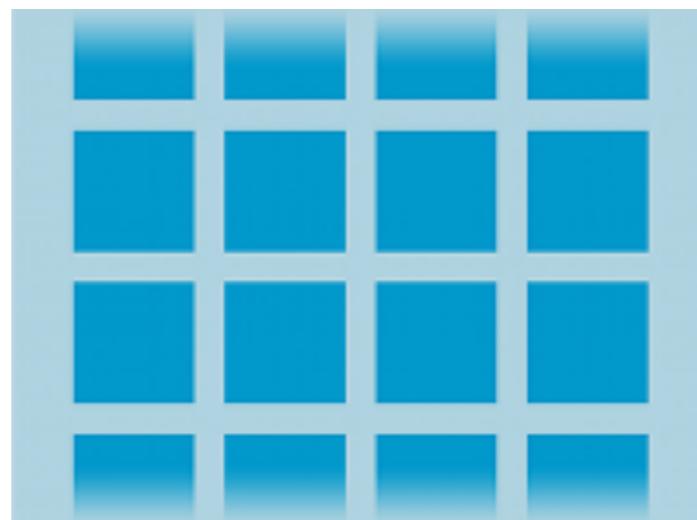
Displays web pages.

Layouts built with an Adapter



List View

Displays a scrolling single column list.



Grid View

Displays a scrolling grid of columns and rows.

You can populate an AdapterView by binding the AdapterView instance to an Adapter, which retrieves data from an external source and creates a View that represents each data entry.

Two common adapters :

- ArrayAdapter
- SimpleCursorAdapter

View - Controller

The diagram illustrates the View-Controller pattern in an Android application. On the left, the project structure shows the `app` directory containing `manifests`, `java`, `res`, and `Gradle Scripts`. The `java` directory contains the package `com.rnoc.tutorial.todolistdemo`, which includes `db` (with `TaskContract` and `TaskDBHelper`) and `MainActivity`. The `res` directory contains `drawable`, `layout` (with `activity_main.xml` and `task_view.xml`), `menu` (with `menu.xml` and `menu_main.xml`), and `values`. On the right, the `MainActivity.java` code is shown:

```
package com.rnoc.tutorial.todolistdemo;

import android.app.Activity;
import android.app.AlertDialog;
import android.content.ContentValues;
import android.content.DialogInterface;
import android.database.sqlite.SQLiteDatabase;
import android.os.Bundle;
import android.view.Menu;
import android.view.MenuItem;
import android.util.Log;
import android.widget.EditText;

import com.rnoc.tutorial.todolistdemo.db.TaskContract;
import com.rnoc.tutorial.todolistdemo.db.TaskDBHelper;

public class MainActivity extends Activity {
    private TaskDBHelper helper;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
    }

    @Override
    public boolean onCreateOptionsMenu(Menu menu) {
        getMenuInflater().inflate(R.menu.menu_main, menu);
        return true;
    }

    @Override
    public boolean onOptionsItemSelected(MenuItem item) { ... }}
```

Three orange arrows point from the `activity_main.xml` and `menu_main.xml` files in the `res` directory to the `setContentView` and `onCreateOptionsMenu` methods in the `MainActivity.java` code, respectively.

Model Options

Shared Preferences

- Store private primitive data in key-value pairs.

Internal Storage

- Store private data on the device memory.

External Storage

- Store public data on the shared external storage.

SQLite Databases

- Store structured data in a private database.

Network Connection

- Store data on the web with your own network server.

Data Backup Service

- Let users store and recover application and system data.

Syncing to the Cloud

- Different strategies for cloud enabled applications including backing up data

Model (SQLite)

The Todo List Demo Database

```
public class TaskContract {
    public static final String DB_NAME = "com.example.TodoList.db.tasks";
    public static final int DB_VERSION = 1;
    public static final String TABLE = "tasks";

    public class Columns {
        public static final String TASK = "task";
        public static final String _ID = BaseColumns._ID;
    }
}
```

[Find more Android SQLite Tutorials Here](#)

Model - Controller

The screenshot shows the Android Studio project structure on the left and the code editor on the right. A red arrow points from the 'TaskDBHelper' class in the project tree to its corresponding declaration in the code editor. Another red arrow points from the 'TaskContract' class in the project tree to its declaration in the code editor.

```
@Override  
public boolean onOptionsItemSelected(MenuItem item) {  
    switch (item.getItemId()) {  
        case R.id.action_add_task:  
            AlertDialog.Builder builder = new AlertDialog.Builder(this);  
            builder.setTitle("Add a task");  
            builder.setMessage("What do you want to do?");  
            final EditText inputField = new EditText(this);  
            builder.setView(inputField);  
  
            builder.setPositiveButton("Add", new DialogInterface.OnClickListener() {  
                @Override  
                public void onClick(DialogInterface dialogInterface, int i) {  
                    String task = inputField.getText().toString();  
                    Log.d("MainActivity", task);  
                    TaskDBHelper helper = new TaskDBHelper(MainActivity.this);  
                    SQLiteDatabase db = helper.getWritableDatabase();  
                    ContentValues values = new ContentValues();  
                    values.clear();  
                    values.put(TaskContract.Columns.TASK, task);  
                    db.insertWithOnConflict(TaskContract.TABLE, null, values,  
                        SQLiteDatabase.CONFLICT_IGNORE);  
                    updateUI();  
                }  
            });  
            builder.setNegativeButton("Cancel", null);  
            builder.create().show();  
            return true;  
        default:  
            return false;  
    }  
}
```

Android Manifest XML

- This file contains a lot of fundamental settings of your Android app like the name, the target android version, filters, libraries or permissions/rights.
- All the elements that can appear in the manifest file are listed in alphabetical order. These are the only legal elements; you cannot add your own elements or attributes.

Android Manifest XML

```
<?xml version="1.0" encoding="utf-8"?>
<!--Presents essential information about your application to the Android system. It's needed before the code can be run.-->
<!--Names the Java package for your application. Serves as a unique identifier for the app-->
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.rnoc.tutorial.todolistdemo" >

    <!--Describes the components (activities, services used, broadcast receivers, etc) of your application-->
    <application
        android:allowBackup="true"
        android:icon="@drawable/ic_launcher"
        android:label="TodoListDemo"
        android:theme="@style/AppTheme" >

        <!--List of activities within the application-->
        <!--Name of the classes that implement the components with their capabilities-->
        <activity
            android:name="com.rnoc.tutorial.todolistdemo.MainActivity"
            android:label="@string/app_name" >

            <!-- An intent is a bundle of info that describes a desired action,
                category of components that can perform this action,
                the data that it will act on, etc -->

            <intent-filter>
                <action android:name="android.intent.action.MAIN" />
                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    </application>

</manifest>
```

Android Components

Activity

- An activity represents the graphical user interface.
- It consists of buttons or other UI objects.
- The layout can be created in XML or dynamically in Java code

Services

- Services don't have a user interface
- They are used for working on tasks in the background.
- For instance, downloading some files, or playing music

ContentProvider

- This is used to exchange information between apps
- For instance, the Address Book is a ContentProvider
- Other applications may request information from the Address Book

Android Components

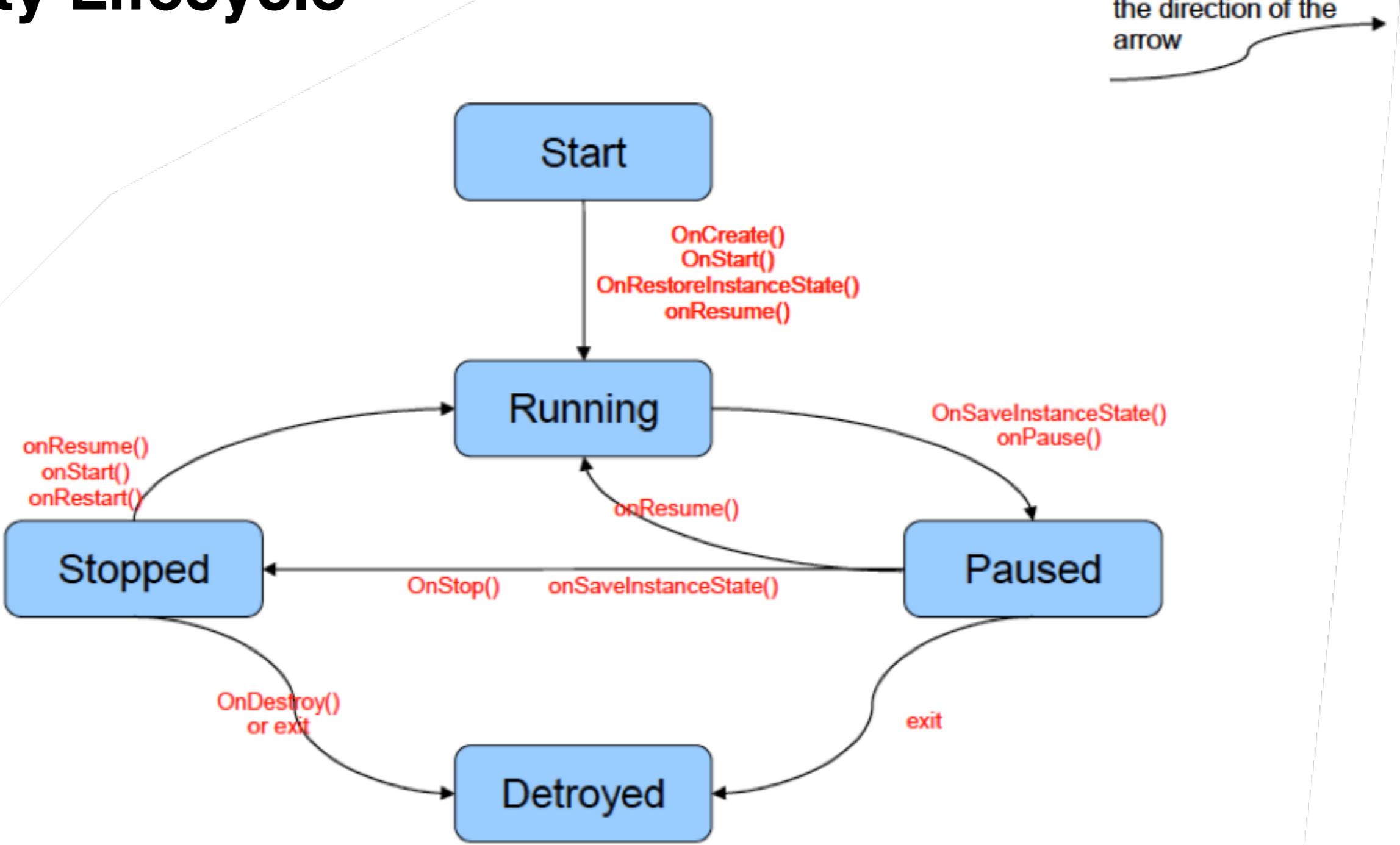
Broadcast Receiver

- Used to receive system events and to react to them
- There are two types : Static Broadcast Receivers (declared in the manifest file) and Dynamic Broadcast Receivers (created during runtime)
- Example events received are booting up of applications, or a headset being plugged in.

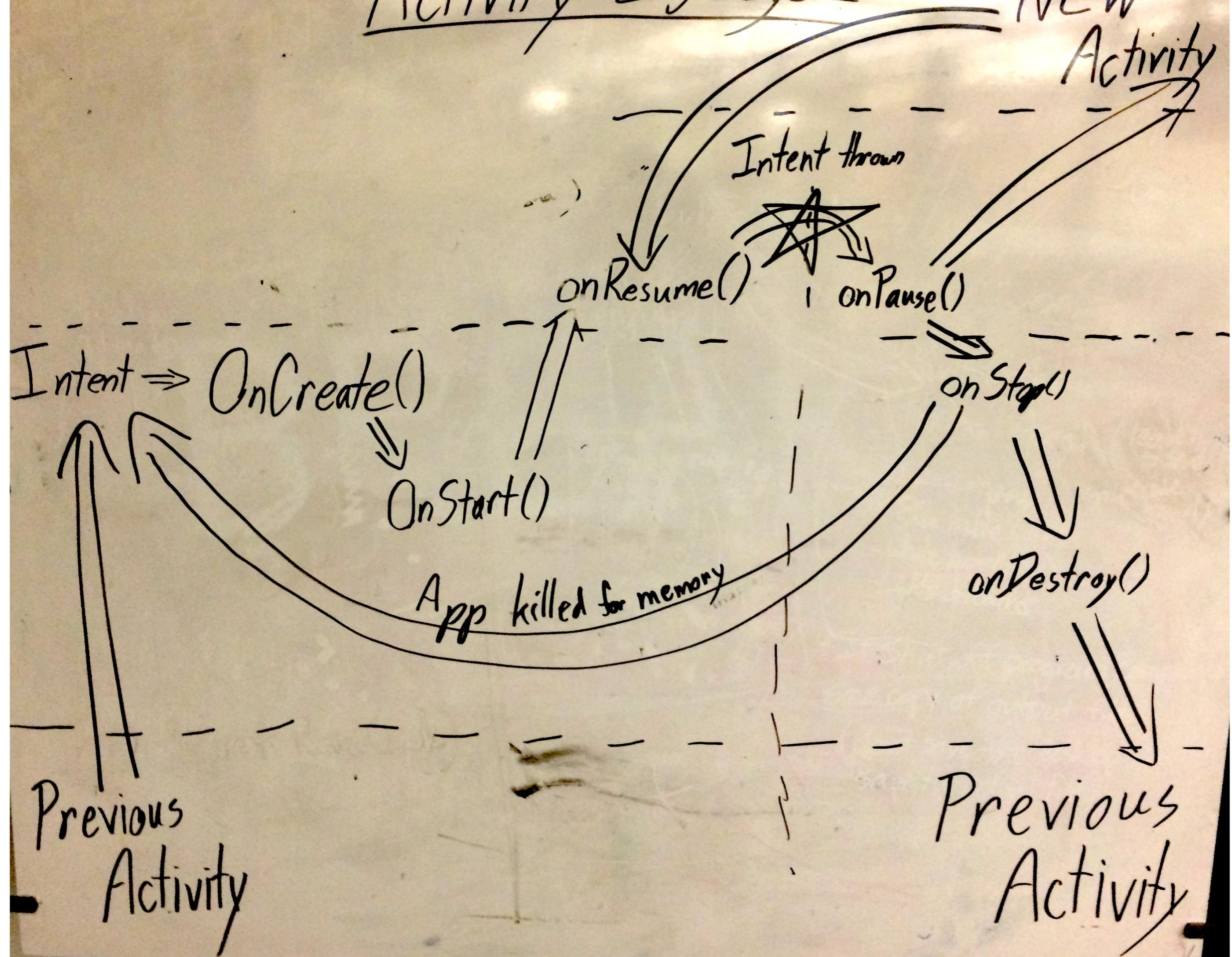
Intents

- Briefly describe what should be done
- There are two types of intents : Explicit Intents (the receiver is known), and Implicit Intents (receiver unknown)
- For Implicit Intents the system decides what action needs to be taken.
- For instance, you could transfer viewing to another app to, say, open a PDF file.

Activity Lifecycle



Activity Lifecycle



Sample Intents

View Webpage

```
Intent viewIntent = new Intent("android.intent.action.View",  
Uri.parse("http://www.google.com"))
```

Start Activity (Explicit)

```
Intent i = new Intent(Intent.ACTION_DIAL(Uri.parse("tel:(404)123-4567"));
```

Show Position on Map

```
Uri uri = Uri.parse("geo:54.1234,52.1234?z=22")  
Intent i = new Intent(Intent.ACTION_VIEW);  
i.setData(uri)  
startActivity(i)
```

Other Tools : BlueStacks

- BlueStacks App Player lets you run Android apps fast and fullscreen on Windows and Mac.



Demo